



WORLDWAKE™

PLAYER'S GUIDE

Illus. Jason Chan

MAGIC
The Gathering®

A LAND OF DANGER

Zendikar is a plane where danger lurks around every corner, behind every shadow . . . and directly under your feet. That's because in the *Worldwake*™ set—the second set in the *Zendikar*™ block—the land itself is the enemy! The world has literally begun to wake up and retaliate against the adventurers who seek to unlock its secrets. Of course, if you can harness the power of these living lands yourself, no one will dare stand in your way!

Illus. Eric Deschamps

Tough Turf

Some of the most popular cards throughout **Magic**™ history are lands that can produce two different colors of mana. Some of the other most popular cards throughout **Magic** history are lands with an ability that allows them to turn into creatures and attack. Yet there have never been any lands that do both . . . until now! There are five such *Worldwake* lands, including Creeping Tar Pit, and each one can both power out your other spells *and* rise up to beat down your opponent.

In a set as untamed as *Worldwake*, those aren't the only lands prowling around. The set also contains five Zendikons, which are Auras that turn the lands they enchant into creatures. As a bonus, if the enchanted land is sent to a graveyard, it will be returned to its owner's hand (though the Aura won't). Lurking within the set are even more ways to animate lands, so keep your eyes peeled for some truly wild wilderness!



The Great Outdoors

Even the lands that don't attack can be potent weapons. Just like the *Zendikar* set, the *Worldwake* set features lands that provide a one-time bonus when they enter the battlefield. Who says lands are just for mana?

Also returning after their *Zendikar* debut are “landfall” abilities. On permanents, these abilities trigger each time a land enters the battlefield under your control. But now landfall abilities have started showing up on instants as well! They make that spell's effect better if a land entered the battlefield under your control earlier in the turn.

In both cases, landfall abilities take the most normal, natural action in the game—playing a land—and transform it into a powerful turning point. The same is true for putting a land onto the battlefield as the result of a spell or ability. On a world this unpredictable, every step is action-packed!

Alive and Kicking

Landfall isn't the only *Zendikar* mechanic to get a little wilder and woollier. Rather than simply returning to the kicker ability, the *Worldwake* set introduces multikicker instead. The two abilities are quite similar, since they're each an additional cost you can pay as you cast a spell to make it better somehow. (Exactly what bonus you'll get varies from card to card.) The difference between them is that you can kick a spell with kicker just once . . . but you can kick a spell with multikicker as many times as you like! The more times you kick it, of course, the better it gets, so having lots of mana available has some serious upside. It's just another way to reap the rewards from your lands!



ZENDIKAR: GROWING MENACE

Zendikar is a dangerous world full of powerful rewards. Brave explorers search for treasures in the ancient ruins, but only the strongest survive. Like the lands found throughout the Multiverse, Zendikar's land contains mana that spellcasters use to power their spells. But unlike most places, these lands are also infused with intense spell-like effects. Zendikar is a destination for planeswalkers hoping to harness its potent mana.

Those born on Zendikar are used to a perilous existence. The Roil carves swaths across the landscape, causing geologic upheavals, gravitational anomalies, and frequent disasters. Boulders erupt from the earth, float weightlessly in the air, and then smash unexpectedly to the ground. Vast chasms open in solid terrain without warning. Tidal waves form in the blink of an eye, sweeping through forests and altering the landscape from one day to the next.

Dangerous conditions are a part of life. But now, Zendikar must contend with ominous changes. The instability of the world has escalated. The Roil churns ceaselessly, making many places uninhabitable and unearthing sinister ruins. Adventurers weave tales of strange encounters and unexplained events. Entire settlements disappear off the map. Forest creatures behave strangely, and great herds of antelopes flee their native salt flats. Birds abandon the surface altogether, nesting in the hedrons floating high above the terrain.

Tough and determined, most inhabitants hole up and do what they must to survive. But some mages and mystics begin to suspect that the old ruins are involved somehow, perhaps they're even the cause of the turmoil. A few mages see patterns in the extreme conditions as a portent of things to come.

Illus. John Avon

The Lands Awaken

Frightening rumors spread like wildfire: The land is alive. It moves; it hunts; it slaughters. This is beyond Zendikar's usual state of chaos. This is more kinetic and violent than anyone has witnessed before. A terrified explorer returns to the Akoum Expedition House claiming a rocky cliff sprang to life and ambushed his party. The lone survivor of an archeology expedition stumbles into Hadatown, her companions slaughtered by a creature formed from the forest itself. Hinterland vampires flock to the city of Malakir to avoid living mirelands that engulf anything that ventures too close to their corrupting mass.

Now it is undeniable—Zendikar's lands have awakened. It's as if the land has a disease, and like an immune system, it reacts violently to cast it off the infection. The earth swallows giant forests, only to have them reemerge as primordial elementals. In Akoum, herds of stone beasts wrest themselves from the bedrock and thunder down the mountainsides. These scions of the earth are deadly, ferocious, and angry—and intent on killing everything in their way.

Illus. Zoltan Boros & Gabor Szikszai

This is a new threat, but no one can agree on what caused the affliction. Some merfolk claim the looting of holy sites has offended the gods. The kor search for answers in the sacred lines of their ancestors. The various tribes of elves blame each other. Accusations fly between races and settlements. Fear and uncertainty intensify among the populace.

Dangerous Ruins

Explorers and planeswalkers risk life and limb to seek Zendikar's treasures. For as long as anyone can remember, mysterious ruins lay hidden on every continent, and loci of powerful mana tempted power-seekers of all persuasions. The Roil continuously unearthed new destinations, and swallowed some ruins not completely explored.

As chaos escalates in the world, new dangers lurk in ruin sites as well. Passages are riddled with traps and predators. Noxious vapors leak out of catacombs, and poisons seep out of the ground. Rocks lurch and tumble as if controlled by a magnetic force. Runes glow as if lit by an inner fire. Floating hedrons come together violently and crash apart, only to reform in a chaotic jumble. An expeditionary team along the Lun Bulwark sighted a stone creature loping across the salt flats with spindly legs jutting out of its hedron-shaped body. Not only have the lands awakened, the ruins themselves are transforming. It's as if an unseen intelligence pulled a lever and brought the land to life.

Illus. Matt Cavotta

Faced with New Perils

Zendikar's denizens cope with the new threat to their home in different ways. As new ruins emerge from the depths of the earth, more adventurers enter the wilds in hopes that even more powerful treasures wait to be discovered. While some return with rich rewards, others encounter unpredictable terrain and unexplained phenomena. Many perish before they can claim their treasures.

Some groups instead draw closer together, fortifying their settlements and establishing militias. Many races seek out their ancestral homelands, hoping to find safety in numbers. Other groups set up homes in deep caverns, sheltered valleys, and empty ruins, trying to carve out a niche to weather the newfound dangers.

Illus. Kekai Kotaki

Merfolk Predictions

As the only race that can innately sense the Roil, the merfolk are more aware of the shifts in their world. The spiritual Enclave merfolk band together and seek wisdom from their gods: Emeria of the Sky Realm; Ula of the Water Realm; and Cosi, the Trickster. They call on all merfolk to return to Tazeem and to find ways to ease the ire of Cosi, whom they blame for their current troubles.

The pragmatic Sea Gate merfolk pursue answers in both research and fieldwork. Archeologists and lullmages scour the wilds for information, consult old maps and records, and devise spells to control the increased tumult. Sea Gate becomes a haven for ruin-sages and scholars from around Zendikar. Inside the Lighthouse, the sages study, squabble, and posit theories. Outside, the militia fortifies the sea wall against the raging waters of the Halimar.



Illus. Igor Kieryluk

Vampires Seek Refuge

In Malakir, the ruling vampire families are content to lead their decadent and perverse lives. But as the lands of Guul Draz awaken, hinterland vampires—considered feral and base by the bloodchiefs and their urban followers—flood the city. Tensions mount between the refugees and the highborn families. The city is swept by a wave of terror and paranoia, and soon the streets run with blood from the open warfare. The few vampires who keep their wits sense that an outside force contributes to the savagery—savagery they cannot contain.



Illus. D. Alexander Gregory

Kor Mobilize

Until the recent troubles, the kor lived a sparse, nomadic existence. They carried only essentials and valued individual skill over possessions. Kor traveled along pilgrimage routes in small bands, visiting sacred sites along the way.

But now many kor have deserted their nomadic way of life. Bands of kor amass at Glasspool, a huge hexagonal lake in Akoum. Ior Ruin lies at the bottom of the lake, and is one of the pilgrimage sites sacred to the kor.



Illus. David Palumbo

They begin carving dwellings out of the peaks surrounding Glasspool, forging armor and weapons, and fortifying the mountain passes that access the lake. Masters of ropes and hooks, the kor devise an elaborate webbing to protect their new settlement from the air. It's obvious to outsiders that the kor expect an onslaught of enemies, but the Glasspool settlers have ceased communication with the outside world.

Goblin Dilemma

Most Grotag goblins continue with their daily lives without noticing much around them—except there's less work to be had. The stolen artifact business is drying up, and fewer strangers are hiring trapfinders and trailguides. Without work in the settlements, goblins head back to their homeland, where they receive a less-than-warm welcome in the overcrowded warrens. After several Grotag settlements near the Tal Terig ruin disappear altogether, the goblin leaders establish a Grotag militia, with varying degrees of success.

The Lavastep goblins are better prepared than their Grotag brethren. Lavastep mystics believe that the fires below the surface are sentient. The vapors they inhale are thought to be messages from the fiery gods in the depths. Fire worship is not for the faint of heart—ritual burning and scarification leave most Lavasteps tolerant to heat and flame and almost incapable of feeling pain. As Akoum undulates with flamewaves and earthquakes, the Lavastep tribes revel in the destruction, convinced that their gods are about to appear and reward them for their faithful service.

Illus. Jesper Ejsing



Illus. Steven Belledin

Elvish Schism Widens

Years earlier, the elves split into three tribes and have been wary of each other ever since. As the lands awaken, the elves' distrust turns to outright hatred, as each group becomes more insular and protective of its own. The secretive Mul Daya elves seek the haunted ruins and spirits of the swamps while the Tajuru maintain their treetop settlements, many refusing to accept that this is anything but a bad Roil season. The Joraga elves become more aggressive and warlike. Under the influence of their de facto leader, Nissa Revane, they shun any elf not of their tribe. They have begun a crusade to protect the land and bring it under control, waging war on those who refuse to aid their cause.

COMBO CORNER

Abyssal Persecutor & Bazaar Trader

Knock your opponent into negative life with Abyssal Persecutor, then give the Demon away with Bazaar Trader so you can win the game.



Selective Memory & Treasure Hunt

Use Selective Memory to remove all nonlands cards from your library, then draw your entire library with Treasure Hunt. Or, leave just one nonland card in your library, then draw it—plus many lands—with Treasure Hunt.

Akoum Battlesinger & Join the Ranks

Cast Join the Ranks with Akoum Battlesinger on the battlefield to ambush your opponent's attackers. The Battlesinger and both tokens will be 3/1 until the end of the turn.



Kor Firewalker & Chain Reaction

Kor Firewalker can brave the harsh volcanoes of Zendikar and is a guaranteed thorn in the side of opponents with Mountains. This Kor also gains you life should you cast red spells of your own, and will proudly stand unscathed when you cast Chain Reaction.



Dead Reckoning & Death's Shadow

Cast Death's Shadow while you have enough life to immediately send it to your graveyard. Later, use Dead Reckoning to put it on top of your library and deal 13 damage to an opposing creature.

Joraga Warcaller & Strength of the Tajuru

A multikicked Joraga Warcaller makes all your Elves much larger, but it doesn't matter where its +1/+1 counters come from. Cast Strength of the Tajuru to add counters to Joraga Warcaller and the rest of your Elves for a massive power boost.



FAT PACK BASH

Here's a way you and a friend can play quickly and easily. You'll need eight *Worldwake* booster packs and eight of each basic land card, all of which were included in your *Worldwake* fat pack.

1. Choose your weapons.

Each player randomly picks two colors to play.

2. Sort the cards.

Open your boosters and your land pack and sort the cards into six piles:



If you're not sure which pile a card belongs in, put it in the middle pile.

3. Divide the piles.

Each player takes the two piles that match his or her chosen colors. Next, set aside all the cards of the fifth color—for now, they won't go in either deck. Last, shuffle the cards from the middle pile and give each player about half of the pile.



Illus. by Wayne Reynolds

4. Build your deck.

Each player should now have enough cards to build a 40-card deck. A well-balanced deck should have about 18 lands and 22 spells. Ideally, about 15 of those spells should be creatures.

5. Duel!

It might take a few games for everyone to experience all the different cards in their decks, so play several times. If you're new to the **Magic** game, this *Worldwake* fat pack also contains a “learn to play” guide. Or you can learn more at MagicTheGathering.com.

6. Start over.

After playing a few games, sort the cards again and select different two-color combinations to try something new.

Playing **Magic** games with just a few booster packs is the quickest way to try out new cards for the first time. It's also how the game is played at Prereleases and Launch Parties, where you can play with the newest **Magic** releases.

Visit www.wizards.com/locator for more information about **Magic** events near you.

THE PLANESWALKER STORY

Chandra Nalaar™

After her triumph over the Order of Heliud in the novel *The Purifying Fire*, Chandra heads to Zendikar to follow the cryptic map on the Kephalai scroll. She seeks the help of Anowon, the Ruin Sage, but must successfully survive in the treacherous wilds of Zendikar. Anowon agrees to help Chandra and leads her toward the mysterious Eye of Ugin. But when Anowon turns on her, her adventurous jaunt takes a dangerous turn. Read the comic “Journey to the Eye” at www.wizards.com/magiccomics.

Illus. Steve Argyle

Sarkhan Vol™

After the battle on Alara, Sarkhan became a minion of Nicol Bolas. Sent to Zendikar by his master, Sarkhan guards the mystical Eye of Ugin, a chamber hidden deep in a mountain cavern. As he explores its labyrinthine passages, he senses a vast source of draconic power. Unable to unlock its secrets, he grows increasingly frustrated and volatile. His quest for answers leads him further down the road of madness. Read the comic “Journey to the Eye” at www.wizards.com/magiccomics.

Illus. Izzy

Jace Beleren™

As Jace researches the Kephalaï scroll on Ravnic, he's interrupted by an unexpected visit from Garruk Wildspeaker. Garruk is hunting Liliana Vess and demands to know her whereabouts. Jace misleads Garruk, but instead of warning the traitorous Liliana, Jace travels to Zendikar in search of Chandra and to discover for himself where the mysterious map leads. On Zendikar, he faces two planeswalkers in a battle for the Eye of Ugin. Read *The Curse of the Chain Veil*, a Planeswalker™ Novel by John Vornholt.



Illus. Jason Chan

Nissa Revane™

The elf warrior Nissa Revane is a planeswalker and fierce protector of her home. As Zendikar's lands awaken and new dangers stalk the landscape, she realizes that her world is facing an imminent threat. In the upcoming novel *Zendikar: In the Teeth of Akoum*, Nissa reluctantly agrees to join forces with Sorin Markov, a mysterious stranger who may hold the answers about the ominous changes happening in Zendikar. Look for *Zendikar: In the Teeth of Akoum* by Robert B. Wintermute, coming April 2010.



Illus. Jaime Jones

THE TEN COOLEST WORLDWAKE CARDS

by Kenneth Nagle, *Worldwake* lead designer



1. Jace, the Mind Sculptor

Jace has emerged triumphant from his fight with Tezzeret and he's learned a new trick or two. This version of Jace has more options than any planeswalker before him. No one in the Blind Eternities (or your play group) is safe with the Mind Sculptor at your side.

2. Novablast Wurm

The Novablast Wurm exudes no malice or mercy, only destruction. All other creatures must die—big or small, Angel or Demon, friend or foe. None are safe except for the Wurm itself, positioned at the center of the blast radius.



3. Comet Storm

A comet is an often-feared harbinger of doom whose impact can end entire species. With Comet Storm, leaving an impact crater in your opponent's skull might not be satisfying enough—kicking it deals X damage to that many more targets.



4. Abyssal Persecutor

Abyssal Persecutor offers a demonic risk-reward dilemma: It's a 6/6 trampling flier for 2 black that will make short work of your opponent's life total. Then you just need to find a way to rid yourself of this über-Demon so you can win the game.



5. Bestial Menace

The roar of a beastmaster frightens enemies and threatens savage beasts. If you find yourself in need, call upon these three animal friends for aid.



6. Celestial Colonnade

All throughout the plane of Zendikar, the land itself writhes and stirs, fighting off intruders seeking its riches. This cycle of five lands provides mana fixing for your spells as well as formidable combatants.



7. Dragonmaster Outcast

The Dragonmaster Outcast feels more connected to dragonkind than humankind. As such, the Outcast summons a Dragon token to your aid every turn if you control at least six lands—just the right amount to cast your own Dragons!



8. Admonition Angel

Possessing six majestic wings indicative of her rank among the highest order of Angels, Admonition Angel sees only glory through her blistering halo. Her brutal landfall ability is sure to smite a ruinous path through your opponent's side of the battlefield.



9. Omnath, Locus of Mana

Imprisoned within the Soul Stair, Omnath is a divine manifestation of the vibrant, primal mana of Zendikar. After it smashes your opponent for massive damage, spend all that green mana you've saved up on the biggest spell you can muster.



10. Searing Blaze

Just when you thought Zendikar's lands couldn't get any more dangerous, landfall provides yet another way for lands to power up spells. Find a way to put a land on the battlefield during an opponent's turn for an instant surprise.





YOUR JOURNEY HAS BEGUN

Bliss, Jaume Clua

YOU ARE A PLANESWALKER, AND AHEAD OF YOU LAY COUNTLESS BATTLES ACROSS DEADLY WORLDS THAT DEFY IMAGINATION. TO THRIVE, LET ALONE SURVIVE, YOU'LL NEED A BASE FROM WHICH YOU CAN START. MAGICTHEGATHERING.COM.

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WORLDWAKE

Card Encyclopedia

The *Worldwake* Card Encyclopedia shows the entire *Worldwake* set. To keep track of your cards, just turn to the checklist on pages 34–35.

Admonition Angel 3 ♦ ♦ ♦



Creature — Angel ♦

Flying

Landfall — Whenever a land enters the battlefield under your control, you may exile target nonland permanent other than Admonition Angel.

When Admonition Angel leaves the battlefield, return all cards exiled with it to the battlefield under their owners' control.

— Steve Argyle
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6/6

Apex Hawks 2 ♦



Creature — Bird ♦

Multikicker 1 ♦ ♦ (You may pay an additional 1 ♦ ♦ any number of times as you cast this spell.)

Flying

Apex Hawks enters the battlefield with a +1/+1 counter on it for each time it was kicked.

— David Palumbo
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2/2

Archon of Redemption 3 ♦ ♦



Creature — Archon ♦

Flying

Whenever Archon of Redemption or another creature with flying enters the battlefield under your control, you may gain life equal to that creature's power.

Until Emeria is freed, he raises his sword in her name.

— Steven Belledin
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3/4

Battle Hurda 4 ♦



Creature — Giant ♦

First strike

"Murasan hurdas were too aggressive to tolerate a harness, so we put them on guard duty. Now the bandits can't get within spitting distance of us."

— Bruse Tari, Goma Fada nomad

— Christopher Moeller
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3/3

Fledgling Griffin 1 ♦



Creature — Griffin ♦

Landfall — Whenever a land enters the battlefield under your control, Fledgling Griffin gains flying until end of turn.

"We're making progress, but its desire to explore still far exceeds its ability."

— Amadi, Halmar griffin-master

— Christopher Moeller
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2/2

Guardian Zendikon 2 ♦



Enchantment — Aura ♦

Enchant land

Enchanted land is a 2/6 white Wall creature with defender. It's still a land.

When enchanted land is put into a graveyard, return that card to its owner's hand.

— John Avon
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Hada Freeblade



Creature — Human Soldier Ally

Whenever Hada Freeblade or another Ally enters the battlefield under your control, you may put a +1/+1 counter on Hada Freeblade.

"I toiled in Kazud's mines when I was eight. I think I'm tough enough for a little hiking."

—Cyril Van Der Haegen

0/1

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Iona's Judgment



Sorcery

Exile target creature or enchantment.

Beneath the gaze of angels, only the righteous may stand without fear.

—Mike Bierek

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Join the Ranks



Instant

Put two 1/1 white Soldier Ally creature tokens onto the battlefield.

Expeditionary houses are notorious for their rivalries. But when adventurers meet in the wilderness, the instinct for mutual survival outweighs petty grudges.

—Kekai Kotaki

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Kitesail Apprentice



Creature — Kor Soldier

As long as Kitesail Apprentice is equipped, it gets +1/+1 and has flying.

Carving lines through the sky, kite sailors map trails for the pilgrims below to follow.

—Austin Hsu

1/1

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Kor Firewalker



Creature — Kor Soldier

Protection from red
Whenever a player casts a red spell, you may gain 1 life.*"A river of lava is just another river to cross."*

—Matt Stewart

2/2

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Lightkeeper of Emerica



Creature — Angel

Multikicker * (You may pay an additional * any number of times as you cast this spell.)

Flying

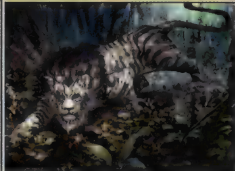
When Lightkeeper of Emerica enters the battlefield, you gain 2 life for each time it was kicked.

—James Ryan

2/4

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Loam Lion



Creature — Cat

Loam Lion gets +1/+2 as long as you control a Forest.

In Zendikar, today's grassland could be tomorrow's jungle, and hunting grounds change as quickly as the weather.

—Daniel Ljunggren

1/1

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Marsh Threader



Creature — Kor Scout

Swampwalk

"Give me a sturdy rope over the advice of any so-called expert. I can thread the dark wilds better than anyone."

—David Palumbo

2/1

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Marshal's Anthem



Enchantment

Multikicker * * (You may pay an additional * any number of times as you cast this spell.)

Creatures you control get +1/+1.

When Marshal's Anthem enters the battlefield, return up to X target creature cards from your graveyard to the battlefield, where X is the number of times Marshal's Anthem was kicked.

—Matt Stewart

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Perimeter Captain



Creature — Human Soldier

Defender

Whenever a creature you control with defender blocks, you may gain 2 life.

"We stand between the jaws of chaos and the mantle of order."

— Steven Bellelin

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0/4

Refraction Trap



Instant — Trap

If an opponent cast a red instant or sorcery spell this turn, you may pay $\{*$ rather than pay Refraction Trap's mana cost.

Prevent the next 3 damage that a source of your choice would deal to you and/or permanents you control this turn. If damage is prevented this way, Refraction Trap deals that much damage to target creature or player.

— Zoltan Boros & Gabor Szekacs

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Rest for the Weary



Instant

Target player gains 4 life.

Landfall — If you had a land enter the battlefield under your control this turn, that player gains 8 life instead.

Zendikar is a brutal taskmaster, but sometimes it offers unexpected solace.

— James Paick

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Ruin Ghost



Creature — Spirit

$\{*, * \}$: Exile target land you control, then return it to the battlefield under your control.

The Forsaken Ones haunt the ruins that flicker in and out of the spirit realm. Such sites are hard to find and even harder to loot.

— Jason A. Engle

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1/1

Stoneforge Mystic



Creature — Kor Artificer

When Stoneforge Mystic enters the battlefield, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle your library.

$\{1, * \}$: You may put an Equipment card from your hand onto the battlefield.

— Mike Bierek

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1/2

Talus Paladin



Creature — Human Knight Ally

Whenever Talus Paladin or another Ally enters the battlefield under your control, you may have Allies you control gain lifelink until end of turn, and you may put a +1/+1 counter on Talus Paladin.

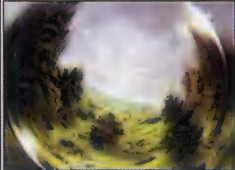
"Why fill pockets with gold when you can fill hearts with conviction?"

— Svetlin Velinov

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2/3

Terra Eternal



Enchantment

All lands are indestructible.

*"If this world could make a wish, it would be to survive the parasites who loot its treasures and threaten its life force."
— Saidah, forajga humer*

— Daniel Ljungren

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Veteran's Reflexes



Instant

Target creature gets +1/+1 until end of turn. Untap that creature.

"Assume everything wants to kill you. At the very least, assume everything wants what's in your pack."

— Scott Chou

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Ether Tradewinds



Instant

Return target permanent you control and target permanent you don't control to their owners' hands.

*"The wind smells of misfortune. Check your knots."
— Anitan, Ondu cleric*

— Kieran Yanner

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Calcite Snapper

1 1 1



Creature — Turtle

Shroud (This creature can't be the target of spells or abilities.)

Landfall — Whenever a land enters the battlefield under your control, you may switch Calcite Snapper's power and toughness until end turn.

—David Palumbo

1/4

Goliath Sphinx

5 1 1



Creature — Sphinx

Flying

He makes his home on the tallest mountain in Sejiri, where the vista is as endless as his patience.

—Greg Staples

8/7

Jace, the Mind Sculptor

2 2 1



Planeswalker — Jace

Look at the top card of target player's library. You may put that card on the bottom of that player's library.

Draw three cards then put two cards from your hand on top of your library in any order.

Return target creature to its owner's hand.

Exile all cards from target player's library, then that player shuffles his or her hand into his or her library.

—Jonathan Chan

3

Dispel

1



Instant

Counter target instant spell.

The Jwari winds undo reality as easily as they scatter a pile of leaves.

—Vance Kovacs

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Enclave Elite

2 1



Creature — Merfolk Soldier

Multikicker 1 (You may pay an additional 1 for any number of times as you cast this spell.)

Islandwalk

Enclave Elite enters the battlefield with a +1/+1 counter on it for each time it was kicked.

—Igor Kieryuk

2/2

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Halimar Excavator

1 1



Creature — Human Wizard Ally

Whenever Halimar Excavator or another Ally enters the battlefield under your control, target player puts the top X cards of his or her library into his or her graveyard, where X is the number of Allies you control.

—Erik Walker

1/3

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Horizon Drake

1 1 1



Creature — Drake

Flying, protection from lands

Using thermal updrafts and gravity currents, drakes eat and sleep in the air. Some never touch the ground from birth until death.

—Adi Granov

3/1

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Jwari Shapeshifter

1 1



Creature — Shapeshifter Ally

You may have Jwari Shapeshifter enter the battlefield as a copy of any Ally creature on the battlefield.

"The best expedition would be an entire team of me."

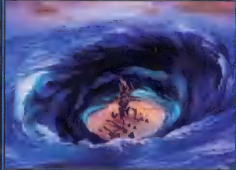
—Key Walker

0/0

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Mysteries of the Deep

1 1 1



Instant

Draw two cards.

Landfall — If you had a land enter the battlefield under your control this turn, draw three cards instead.

"The Roil is destructive, but not random. It's Zendikar's way of revealing secrets."

—Itori, merfolk falconer

—Veronique Meignaud

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Permafrost Trap 2

Instant — Trap

If an opponent had a green creature enter the battlefield under his or her control this turn, you may pay $\{$ rather than pay Permafrost Trap's mana cost. Tap up to two target creatures. Those creatures don't untap during their controller's next untap step.

—Howard Lyon

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Quest for Ula's Temple

Enchantment

At the beginning of your upkeep, you may look at the top card of your library. If it's a creature card, you may reveal it and put a quest counter on Quest for Ula's Temple. At the beginning of each end step, if there are three or more quest counters on Quest for Ula's Temple, you may put a Kraken, Leviathan, Octopus, or Serpent creature card from your hand onto the battlefield.

—Rob Alexander

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Sejiri Merfolk

Creature — Merfolk Soldier

As long as you control a Plains, Sejiri Merfolk has first strike and lifelink. *(Damage dealt by a creature with lifelink also causes its controller to gain that much life.)*

—Anthony Francisco

2/1

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Selective Memory 3

Sorcery

Search your library for any number of nonland cards and exile them. Then shuffle your library.

"If all people know that memory is not a safe place to hide valuables."

—Jace Beleren

—Chippy

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Spell Contortion 2

Instant

Multikicker $\{$ $\{$ (You may pay an additional $\{$ any number of times as you cast this spell.)

Counter target spell unless its controller pays $\{$. Draw a card for each time Spell Contortion was kicked.

—Wayne Reynolds

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Surrakar Banisher

Creature — Surrakar

When Surrakar Banisher enters the battlefield, you may return target tapped creature to its owner's hand. *Surrakar grab things they don't want.*

—Matt Cavotta

3/3

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Thada Adel, Acquisitor 1

Legendary Creature — Merfolk Rogue

Islandwalk

Whenever Thada Adel, Acquisitor deals combat damage to a player, search that player's library for an artifact card and exile it. Then that player shuffles his or her library. Until end of turn, you may play that card.

—Andrew Robinson

2/2

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Tideforce Elemental 2

Creature — Elemental

$\{$, $\{$: You may tap or untap another target creature.

Landfall — Whenever a land enters the battlefield under your control, you may untap Tideforce Elemental.

Ebb and flow, high tide and low, quick as sand and just as slow.

—Donato Giancola

2/1

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Treasure Hunt

Sorcery

Reveal cards from the top of your library until you reveal a nonland card, then put all cards revealed this way into your hand.

"The longer the journey, the more one learns."

—Isanke, Halimar seastalker

—Daren Bader

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Twitch

2



Instant

You may tap or untap target artifact, creature, or land.
Draw a card.

"The flow is diverted. Your path is clear. What are you waiting for—the cave to bid you welcome?"
—Matzah Shere, Tazeem tullaage

—Scott Chou

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Vapor Snare

3



Enchantment — Aura

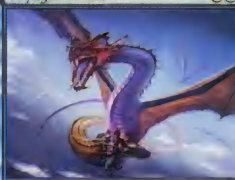
Enchant creature
You control enchanted creature.
At the beginning of your upkeep, sacrifice Vapor Snare unless you return a land you control to its owner's hand.

—Trevor Claxton

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Voyager Drake

3



Creature — Drake

Multikicker ♦ (You may pay an additional ♦ any number of times as you cast this spell.)
Flying

When Voyager Drake enters the battlefield, up to X target creatures gain flying until end of turn, where X is the number of times Voyager Drake was kicked.

—Nirvan Yanner

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3/3

Wind Zendikar

1



Enchantment — Aura

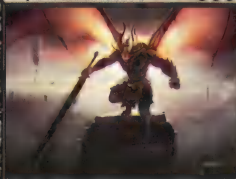
Enchant land
Enchanted land is a 2/2 blue Elemental creature with flying. It's still a land.
When enchanted land is put into a graveyard, return that card to its owner's hand.

—Vincent Proce

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Abyssal Persecutor

2



Creature — Demon

Flying, trample
You can't win the game and your opponents can't lose the game.

"His slaves crave death more than they desire freedom. He denies them both."

6/6

Aqadeem Occultist

2



Creature — Human Shaman Ally

♦♦: Put target creature card from an opponent's graveyard onto the battlefield under your control if its converted mana cost is less than or equal to the number of Allies you control.

0/2

Anowon, the Ruin Sage

3



Legendary Creature — Vampire Shaman

At the beginning of your upkeep, each player sacrifices a non-Vampire creature.

"So many have died in search of that map. And now it appears in the hands of the arrogant child Chandra Nalaa."

—Dan Scieszka

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4/3

Bloodhusk Ritualist

2



Creature — Vampire Shaman

Multikicker ♦ (You may pay an additional ♦ any number of times as you cast this spell.)

When Bloodhusk Ritualist enters the battlefield, target opponent discards a card for each time it was kicked.

2/2

Bojuka Brigand

1



Creature — Human Warrior Ally

Bojuka Brigand can't block.
Whenever Bojuka Brigand or another Ally enters the battlefield under your control, you may put a +1/+1 counter on Bojuka Brigand.

"I don't do tactics. I don't do guard duty. I do damage. Take it or leave it."

—Jonathan Himmli

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1/1







Cunning Sparkmage



Creature — Human Shaman

Haste

•: Cunning Sparkmage deals 1 damage to target creature or player.

"I see the weaknesses you hide even from yourself!"

— Wayne Reynolds

0/1

Deathforge Shaman



Creature — Ogre Shaman

Multikicker • (You may pay an additional • any number of times as you cast this spell.)

When Deathforge Shaman enters the battlefield, it deals damage to target player equal to twice the number of times it was kicked.

— Dave Kendall

4/3

Dragonmaster Outcast



Creature — Human Shaman

At the beginning of your upkeep, if you control six or more lands, put a 5/5 red Dragon creature token with flying onto the battlefield.

"Cast out by my tribe, I am a pariah trapped in this mammal's carcass. Only my true kin hear my cries."

— Jaysonp Sweetland

1/1

Goblin Roughrider



Creature — Goblin Knight

Astride the bucking creature, Gribble hauled down the mountainside while his Grotag brethren cheered. It was at that moment that legend of the Skrill Tamer was born.

— Jasper Spinks

3/2

Grotag Thrasher



Creature — Lizard

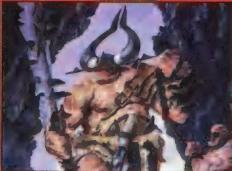
Whenever Grotag Thrasher attacks, target creature can't block this turn.

The goblin fancied himself a rider. The lizard was happy with its new flail.

— Jasper Spinks

3/3

Kazuul, Tyrant of the Cliffs



Legendary Creature — Ogre Warrior

Whenever a creature an opponent controls attacks, if you're the defending player, put a 3/3 red Ogre creature token onto the battlefield unless that creature's controller pays •.

Warning to those who scale the cliffs without paying tribute: It's a long way down.

— Paul Bunter

5/4

Mordant Dragon



Creature — Dragon

Flying

1 •: Mordant Dragon gets +1/+0 until end of turn.

Whenever Mordant Dragon deals combat damage to a player, you may have it deal that much damage to target creature that player controls.

— Scott Chou

5/5

Quest for the Goblin Lord



Enchantment

Whenever a Goblin enters the battlefield under your control, you may put a quest counter on Quest for the Goblin Lord. As long as Quest for the Goblin Lord has five or more quest counters on it, creatures you control get +2/+0.

A shrine to unchecked desire.

— Jasper Spinks

Ricochet Trap



Instant — Trap

If an opponent cast a blue spell this turn, you may pay • rather than pay Ricochet Trap's mana cost.

Change the target of target spell with a single target.

In his last seconds, Remhas regretted using his most powerful spell.

— Jaime Jones

Roiling Terrain

2



Sorcery

Destroy target land, then Roiling Terrain deals damage to that land's controller equal to the number of land cards in that player's graveyard.

*"The trembling lands ruptured, leaving an open door for things from below to emerge."
—Screed of the Mul Daya*

—Dustin Precourt

Rumbling Aftershocks

4



Enchantment

Whenever you cast a kicked spell, you may have Rumbling Aftershocks deal damage to target creature or player equal to the number of times that spell was kicked.

*"I like it here. You always get a little more for your mana."
—Chandra Nalaar*

—Dimitry Jefremov

Searing Blaze

2



Instant

Searing Blaze deals 1 damage to target player and 1 damage to target creature that player controls.

Landfall — If you had a land enter the battlefield under your control this turn, Searing Blaze deals 3 damage to that player and 3 damage to that creature instead.

—James Patrick

Skitter of Lizards

2



Creature — Lizard

Multikicker **1** (You may pay an additional **1** any number of times as you cast this spell.)

Haste

Skitter of Lizards enters the battlefield with a +1/+1 counter on it for each time it was kicked.

—Wayen Maha

1/1

Slavering Nulls

3



Creature — Goblin Zombie

Whenever Slavering Nulls deals combat damage to a player, if you control a Swamp, you may have that player discard a card.

Having lost their minds, they now want yours.

—Dave Kendall

2/1

Stone Idol Trap

5



Instant — Trap

Stone Idol Trap costs **1** less to cast for each attacking creature.

Put a 6/12 colorless Construct artifact creature token with trample onto the battlefield. Exile it at the beginning of your next end step.

—Jung Park

Tuktuk Scrapper

3



Creature — Goblin Artificer Ally

Whenever Tuktuk Scrapper or another Ally enters the battlefield under your control, you may destroy target artifact. If that artifact is put into a graveyard this way, Tuktuk Scrapper deals damage to that artifact's controller equal to the number of Allies you control.

—Matt Cavotta

2/2

Arbor Elf

2



Creature — Elf Druid

☛ Untap target Forest.

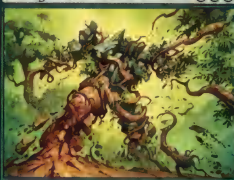
The Mul Daya elves reject their Tajuru kin, calling them arrogant tree-binders who think the roots serve the canopy.

—Fraser

1/1

Avenger of Zendikar

5



Creature — Elemental

When Avenger of Zendikar enters the battlefield, put a 0/1 green Plant creature token onto the battlefield for each land you control.

Landfall — Whenever a land enters the battlefield under your control, you may put a +1/+1 counter on each Plant creature you control.

—Taitan Bures & Gabor Siki

5/5



Joraga Warcaller 



Creature — Elf Warrior 

Multikicker  (You may pay an additional  any number of times as you cast this spell.)
Joraga Warcaller enters the battlefield with a +1/+1 counter on it for each time it was kicked.
Other Elf creatures you control get +1/+1 for each +1/+1 counter on Joraga Warcaller.

—Steven Belledin  1/1

Leatherback Baloth 



Creature — Beast 

Heavy enough to withstand the Roil, leatherback skeletons are havens for travelers in storms and landshits.

—Dave Kendall  4/5

Nature's Claim 



Instant 

Destroy target artifact or enchantment. Its controller gains 4 life.

"On this plane, the use of magic can provoke a ferocious reprisal from nature. Whoever the Eldrazi were, their relics left Zendikar forever enraged."
—Jace Beleren

—Dawber 

Omnath, Locus of Mana 



Legendary Creature — Elemental 

Green mana doesn't empty from your mana pool as steps and phases end. Omnath, Locus of Mana gets +1/+1 for each green mana in your mana pool.

It gathers against the coming storm.

—Mike Brock  1/1

Quest for Renewal 



Enchantment 

Whenever a creature you control becomes tapped, you may put a quest counter on Quest for Renewal.

As long as there are four or more quest counters on Quest for Renewal, untap all creatures you control during each other player's untap step.

—Tomás Jodorick 

Slingbow Trap 



Instant — Trap 

If a black creature with flying is attacking, you may pay  rather than pay Slingbow Trap's mana cost. Destroy target attacking creature with flying.

The Tajuru elves devised ways to let the forest defend itself.

—Daniel Honegren 

Snapping Creeper 



Creature — Plant 

Landfall — Whenever a land enters the battlefield under your control, Snapping Creeper gains vigilance until end of turn.

Its vast network of roots and vines keeps it aware of distant dangers.

—Cyril Van Der Haegen  2/3

Strength of the Tajuru 



Instant 

Multikicker  (You may pay an additional  any number of times as you cast this spell.)

Choose target creature, then choose another target creature for each time Strength of the Tajuru was kicked. Put X +1/+1 counters on each of them.

—Christopher Stollie 

Summit Apes 



Creature — Ape 

As long as you control a Mountain, Summit Apes can't be blocked except by two or more creatures.

"If you climb Skyfang Peak, avoid the pass. Generations of apes made that trail, and they don't tolerate trespassers."
—Sachir, Akeem Expeditionary House

—Yerandir Neigand  5/2

Terastodon 6

Creature — Elephant

When Terastodon enters the battlefield, you may destroy up to three target noncreature permanents. For each permanent put into a graveyard this way, its controller puts a 3/3 green Elephant creature token onto the battlefield.

—Lars Grams West

9/9

Vastwood Animist 2

Creature — Elf Shaman Ally

*****: Target land you control becomes an X/X Elemental creature until end of turn, where X is the number of Allies you control. It's still a land. *He calls on the forests for counsel and summons the earth to his cause.*

—Raymond Swanland

1/1

Vastwood Zendikon 4

Enchantment — Aura

Enchant land
Enchanted land is a 6/4 green Elemental creature. It's still a land. When enchanted land is put into a graveyard, return that card to its owner's hand.

—Rob Alexander

Wolfbriar Elemental 2

Creature — Elemental

Multikicker ♣ (You may pay an additional ♣ any number of times as you cast this spell.)
When Wolfbriar Elemental enters the battlefield, put a 2/2 green Wolf creature token onto the battlefield for each time it was kicked.

—Chippy

4/4

Novablast Wurm 3

Creature — Wurm

Whenever Novablast Wurm attacks, destroy all other creatures. *"The sun was born within its coils, but it fled to the sky. The wurm hungers for its child, and the world will bear its loss."* —Screed of the Mul Daya

—Michael Komarck

7/7

Wrexial, the Risen Deep 3

Legendary Creature — Kraken

Islandwalk, swampwalk
Whenever Wrexial, the Risen Deep deals combat damage to a player, you may cast target instant or sorcery card from that player's graveyard without paying its mana cost. If that card would be put into a graveyard this turn, exile it instead.

—Erik O'Connell

5/8

Amulet of Vigor 1

Artifact

Whenever a permanent enters the battlefield tapped and under your control, untap it. *"After years of study, I've learned an important lesson: the relics we watch may be watching us back."* —Anaxxon, the Ruin Sage

—Warren Mahy

Basilisk Collar 1

Artifact — Equipment

Equipped creature has deathtouch and lifelink.
Equip 2 *During their endless travels, the mages of the Goma Fada caravan have learned rays to harness both life and death.*

—Howard Lyon

Everflowing Chalice 0

Artifact

Multikicker 2 (You may pay an additional 2 any number of times as you cast this spell.)
Everflowing Chalice enters the battlefield with a charge counter on it for each time it was kicked. *****: Add 1 to your mana pool for each charge counter on Everflowing Chalice.

—Steve Argyle

Hammer of Ruin 2

Artifact — Equipment

Equipped creature gets +2/+0.
Whenever equipped creature deals combat damage to a player, you may destroy target Equipment that player controls.
Equip 2
By hammer forged, and by hammer undone.

—Vincent Proce

Hedron Rover 4

Artifact Creature — Construct

Landfall — Whenever a land enters the battlefield under your control, Hedron Rover gets +2/+2 until end of turn.
*"Now that it has woken up and wandered off, we should go see what it was guarding."
—Gutzen, Butawark explorer*

—Jason Fella

2/2

Kitesail 2

Artifact — Equipment

Equipped creature gets +1/+0 and has flying.
Equip 2 (2: Attach to target creature you control. Equip only as a sorcery.)
Kitesailing is a way of life—and without practice, the end of it.

—Cory Van Der Haegen

Lodestone Golem 4

Artifact Creature — Golem

Nonartifact spells cost 1 more to cast.
*"Somehow it warps the Aether. It brings a strange weight, a blockade in the flow of spellcraft!"
—Noyan Dar, Tazeem lullmage*

—Dagobert Rahn

5/3

Pilgrim's Eye 3

Artifact Creature — Thopter

Flying
When Pilgrim's Eye enters the battlefield, you may search your library for a basic land card, reveal it, put it into your hand, then shuffle your library.
The kor send their thopter kites to see if the land is in a welcoming mood.

—Dag Scott

1/1

Razor Boomerang 3

Artifact — Equipment

Equipped creature has "e". Unattach Razor Boomerang: Razor Boomerang deals 1 damage to target creature or player. Return Razor Boomerang to its owner's hand."
Equip 2
Few can catch it without losing a finger.

—Frans Vohwinkel

Seer's Sundial 4

Artifact

Landfall — Whenever a land enters the battlefield under your control, you may pay 2. If you do, draw a card.
"The shadow travels toward the apex. I predict we will soon see the true measure of darkness."

—Frans Vohwinkel

Walking Atlas 2

Creature — Construct

e: You may put a land card from your hand onto the battlefield.
Crafted by lullmages and bound to the land, it alters itself to match the tumultuous terrain.

—Rob Alexander

1/1

Bojuka Bog

Land

Bojuka Bog enters the battlefield tapped.
When Bojuka Bog enters the battlefield, exile all cards from target player's graveyard.
e: Add 1 to your mana pool.

—Markus Esch

Celestial Colonnade



Land

Celestial Colonnade enters the battlefield tapped.

☞: Add ♣ or ♠ to your mana pool.

3 ♣ ♠: Until end of turn, Celestial Colonnade becomes a 4/4 white and blue Elemental creature with flying and vigilance. It's still a land.

—Mark Eggenstein

Creeping Tar Pit



Land

Creeping Tar Pit enters the battlefield tapped.

☞: Add ♠ or ♣ to your mana pool.

1 ♠ ♣: Until end of turn, Creeping Tar Pit becomes a 3/2 blue and black Elemental creature and is unblockable. It's still a land.

—James Lee

Dread Statuary



Land

☞: Add 1 to your mana pool.

4: Dread Statuary becomes a 4/2 Golem artifact creature until end of turn. It's still a land.

The last reliable landmark in Tazemeen just walked away.

—Mike J. English

Eye of Ugin



Legendary Land

Colorless Eldrazi spells you cast cost 2 less to cast.

7, ☞: Search your library for a colorless creature card, reveal it, and put it into your hand. Then shuffle your library.

An eye closes. A race awakens.

—James Paik

Halimar Depths



Land

Halimar Depths enters the battlefield tapped.

When Halimar Depths enters the battlefield, look at the top three cards of your library, then put them back in any order.

☞: Add ♠ to your mana pool.

—Viktor Burz

Khalni Garden



Land

Khalni Garden enters the battlefield tapped.

When Khalni Garden enters the battlefield, put a 0/1 green Plant creature token onto the battlefield.

☞: Add ♠ to your mana pool.

—Ryan Parkerson

Lavaclaw Reaches



Land

Lavaclaw Reaches enters the battlefield tapped.

☞: Add ♠ or ♣ to your mana pool.

1 ♠ ♣: Until end of turn, Lavaclaw Reaches becomes a 2/2 black and red Elemental creature with "X": This creature gets +X/+0 until end of turn. It's still a land.

—Mark Eggenstein

Quicksand



Land

☞: Add 1 to your mana pool.

☞: Sacrifice Quicksand: Target attacking creature without flying gets -1/-2 until end of turn.

Not all deaths are etched with mythic meaning and iconic glory.

—Matt Stewart

Raging Ravine



Land

Raging Ravine enters the battlefield tapped.

☞: Add ♠ or ♣ to your mana pool.

2 ♠ ♣: Until end of turn, Raging Ravine becomes a 3/3 red and green Elemental creature with "Whenever this creature attacks, put a +1/+1 counter on it." It's still a land.

—Todd Lockwood



Illus. by Steve Argyle

WORLDWAKE

Card Checklist


This checklist lets you keep track of your cards.

A card's collector number will help you find it in the Card Encyclopedia on pages 17–33.

<input type="checkbox"/> Abyssal Persecutor	47 M	<input type="checkbox"/> Cunning Sparkmage	79 U
<input type="checkbox"/> Admonition Angel	1 M	<input type="checkbox"/> Dead Reckoning	56 C
<input type="checkbox"/> Æther Tradewinds	24 C	<input type="checkbox"/> Death's Shadow	57 R
<input type="checkbox"/> Agadeem Occultist	48 R	<input type="checkbox"/> Deathforge Shaman	80 U
<input type="checkbox"/> Akoum Battlesinger	71 C	<input type="checkbox"/> Dispel	26 C
<input type="checkbox"/> Amulet of Vigor	121 R	<input type="checkbox"/> Dragonmaster Outcast	81 M
<input type="checkbox"/> Anowon, the Ruin Sage	49 R	<input type="checkbox"/> Dread Statuary	135 U
<input type="checkbox"/> Apex Hawks	2 C	<input type="checkbox"/> Enclave Elite	27 C
<input type="checkbox"/> Arbor Elf	95 C	<input type="checkbox"/> Everflowing Chalice	123 U
<input type="checkbox"/> Archon of Redemption	3 R	<input type="checkbox"/> Explore	99 C
<input type="checkbox"/> Avenger of Zendikar	96 M	<input type="checkbox"/> Eye of Ugin	136 M
<input type="checkbox"/> Basilisk Collar	122 R	<input type="checkbox"/> Feral Contest	100 C
<input type="checkbox"/> Battle Hurda	4 C	<input type="checkbox"/> Fledgling Griffin	5 C
<input type="checkbox"/> Bazaar Trader	72 R	<input type="checkbox"/> Gnarlid Pack	101 C
<input type="checkbox"/> Bestial Menace	97 U	<input type="checkbox"/> Goblin Roughrider	82 C
<input type="checkbox"/> Bloodhusk Ritualist	50 U	<input type="checkbox"/> Goliath Sphinx	28 R
<input type="checkbox"/> Bojuka Bog	132 C	<input type="checkbox"/> Grappler Spider	102 C
<input type="checkbox"/> Bojuka Brigand	51 C	<input type="checkbox"/> Graypelt Hunter	103 C
<input type="checkbox"/> Brink of Disaster	52 C	<input type="checkbox"/> Grotag Thrasher	83 C
<input type="checkbox"/> Bull Rush	73 C	<input type="checkbox"/> Groundswell	104 C
<input type="checkbox"/> Butcher of Malakir	53 R	<input type="checkbox"/> Guardian Zendikon	6 C
<input type="checkbox"/> Calcite Snapper	25 C	<input type="checkbox"/> Hada Freeblade	7 U
<input type="checkbox"/> Canopy Cover	98 U	<input type="checkbox"/> Halimar Depths	137 C
<input type="checkbox"/> Caustic Crawler	54 U	<input type="checkbox"/> Halimar Excavator	29 C
<input type="checkbox"/> Celestial Colonnade	133 R	<input type="checkbox"/> Hammer of Ruin	124 U
<input type="checkbox"/> Chain Reaction	74 R	<input type="checkbox"/> Harabaz Druid	105 R
<input type="checkbox"/> Claws of Valakut	75 C	<input type="checkbox"/> Hedron Rover	125 C
<input type="checkbox"/> Comet Storm	76 M	<input type="checkbox"/> Horizon Drake	30 U
<input type="checkbox"/> Corrupted Zendikon	55 C	<input type="checkbox"/> Iona's Judgment	8 C
<input type="checkbox"/> Cosi's Ravager	77 C	<input type="checkbox"/> Jace, the Mind Sculptor	31 M
<input type="checkbox"/> Creeping Tar Pit	134 R	<input type="checkbox"/> Jagwasp Swarm	58 C
<input type="checkbox"/> Crusher Zendikon	78 C	<input type="checkbox"/> Join the Ranks	9 C

○ □ Joraga Warcaller	106 R	○ □ Scrib Nibblers	66 U
○ □ Jwari Shapeshifter	32 R	○ □ Searing Blaze	90 C
○ □ Kalastria Highborn	59 R	○ □ Seer's Sundial	130 R
○ □ Kazuul, Tyrant of the Cliffs	84 R	○ □ Sejiri Merfolk	36 U
○ □ Khalni Garden	138 C	○ □ Sejiri Steppe	142 C
○ □ Kitesail	126 C	○ □ Selective Memory	37 R
○ □ Kitesail Apprentice	10 C	○ □ Shoreline Salvager	67 U
○ □ Kor Firewalker	11 U	○ □ Skitter of Lizards	91 C
○ □ Lavaclaw Reaches	139 R	○ □ Slavering Nulls	92 U
○ □ Leatherback Baloth	107 U	○ □ Slingbow Trap	111 U
○ □ Lightkeeper of Emeria	12 U	○ □ Smoldering Spires	143 C
○ □ Loam Lion	13 U	○ □ Smother	68 U
○ □ Lodestone Golem	127 R	○ □ Snapping Creeper	112 C
○ □ Marsh Threader	14 C	○ □ Spell Contortion	38 U
○ □ Marshal's Anthem	15 R	○ □ Stirring Wildwood	144 R
○ □ Mire's Toll	60 C	○ □ Stone Idol Trap	93 R
○ □ Mordant Dragon	85 R	○ □ Stoneforge Mystic	20 R
○ □ Mysteries of the Deep	33 C	○ □ Strength of the Tajuru	113 R
○ □ Nature's Claim	108 C	○ □ Summit Apes	114 U
○ □ Nemesis Trap	61 U	○ □ Surrakar Banisher	39 C
○ □ Novablast Wurm	119 M	○ □ Talus Paladin	21 R
○ □ Omnath, Locus of Mana	109 M	○ □ Tectonic Edge	145 U
○ □ Perimeter Captain	16 U	○ □ Terastodon	115 R
○ □ Permafrost Trap	34 U	○ □ Terra Eternal	22 R
○ □ Pilgrim's Eye	128 C	○ □ Thada Adel, Acquisitor	40 R
○ □ Pulse Tracker	62 C	○ □ Tideforce Elemental	41 U
○ □ Quag Vampires	63 C	○ □ Tomb Hex	69 C
○ □ Quest for Renewal	110 U	○ □ Treasure Hunt	42 C
○ □ Quest for the Goblin Lord	86 U	○ □ Tuktuk Scrapper	94 U
○ □ Quest for the Nihil Stone	64 R	○ □ Twitch	43 C
○ □ Quest for Ula's Temple	35 R	○ □ Urge to Feed	70 U
○ □ Quicksand	140 C	○ □ Vapor Snare	44 U
○ □ Raging Ravine	141 R	○ □ Vastwood Animist	116 U
○ □ Razor Boomerang	129 U	○ □ Vastwood Zendikon	117 C
○ □ Refraction Trap	17 U	○ □ Veteran's Reflexes	23 C
○ □ Rest for the Weary	18 C	○ □ Voyager Drake	45 U
○ □ Ricochet Trap	87 U	○ □ Walking Atlas	131 C
○ □ Roiling Terrain	88 C	○ □ Wind Zendikon	46 C
○ □ Ruin Ghost	19 U	○ □ Wolfbriar Elemental	118 R
○ □ Rumbling Aftershocks	89 U	○ □ Wrexial, the Risen Deep	120 M
○ □ Ruthless Cullblade	65 C		

○ = Regular card □ = Premium card M = Mythic rare R = Rare U = Uncommon C = Common

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